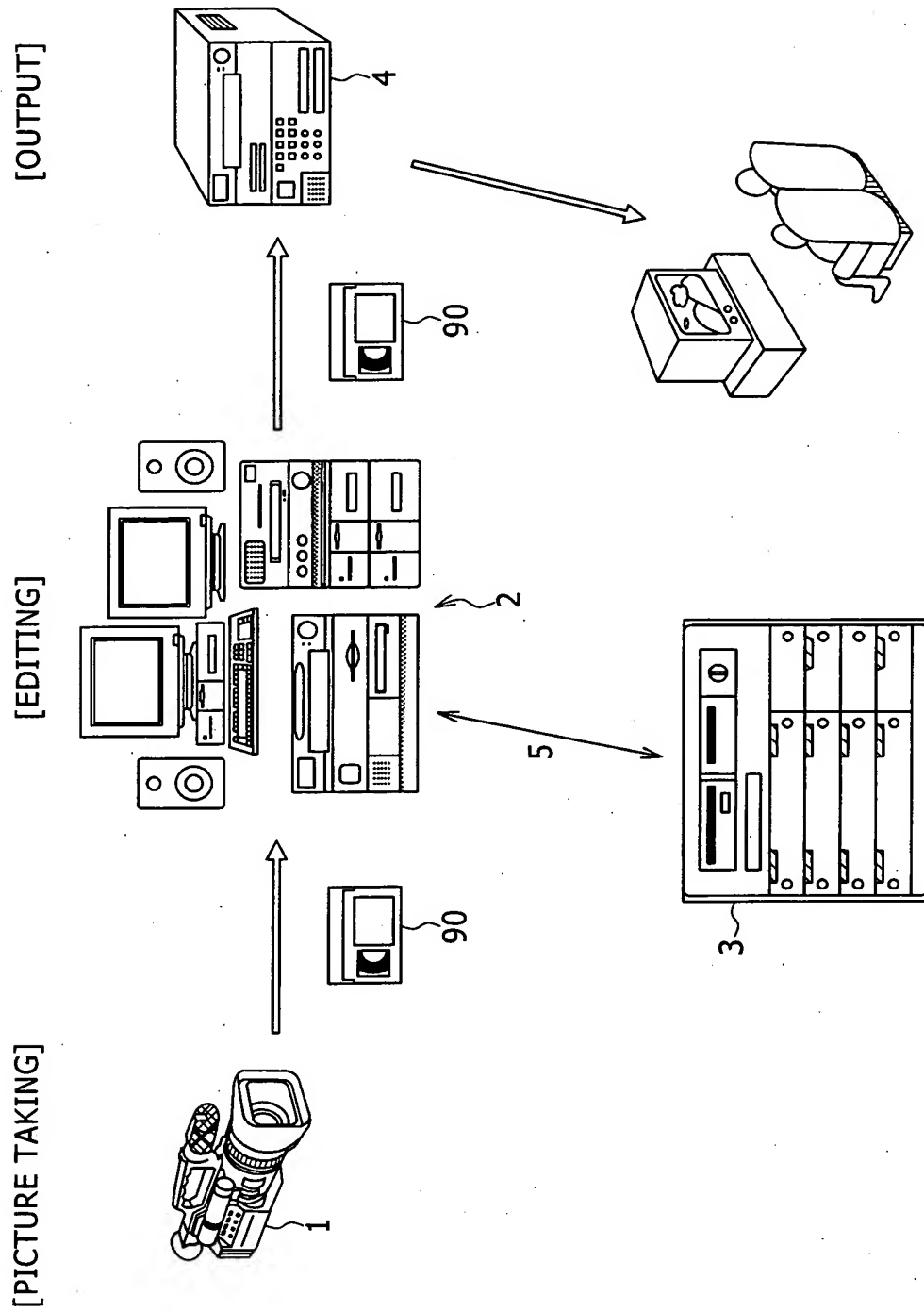


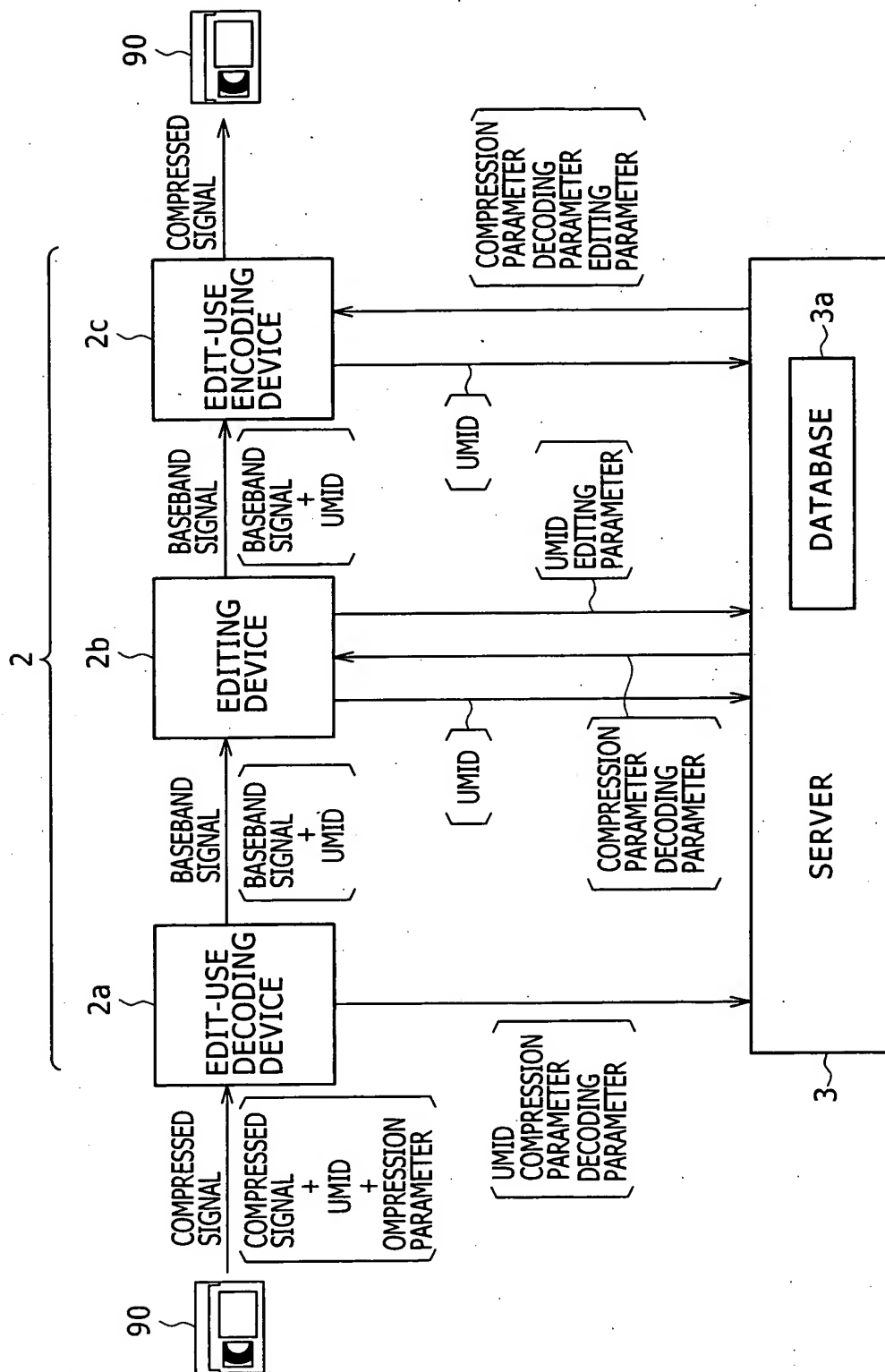
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FIG. 1



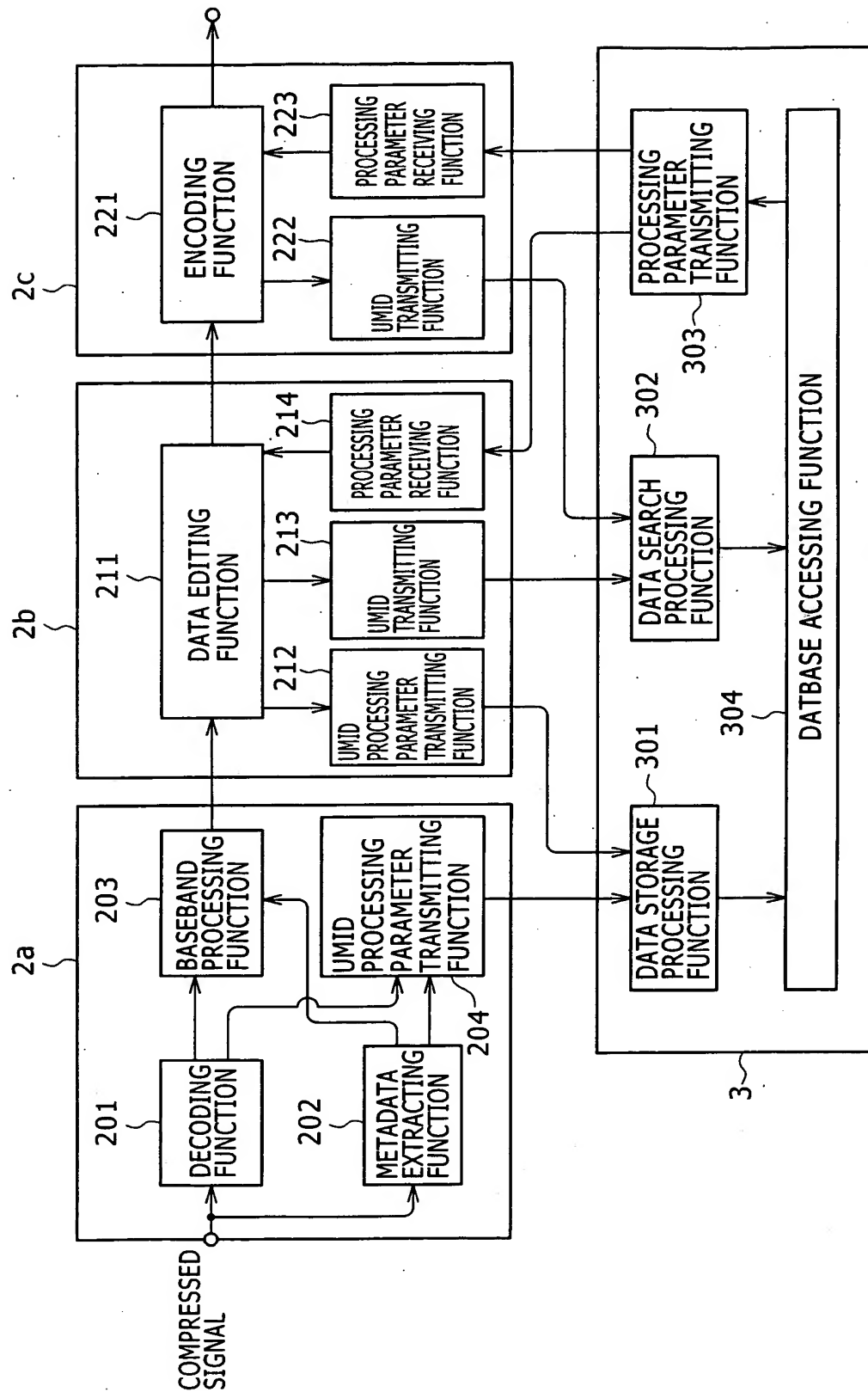
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FIG. 2



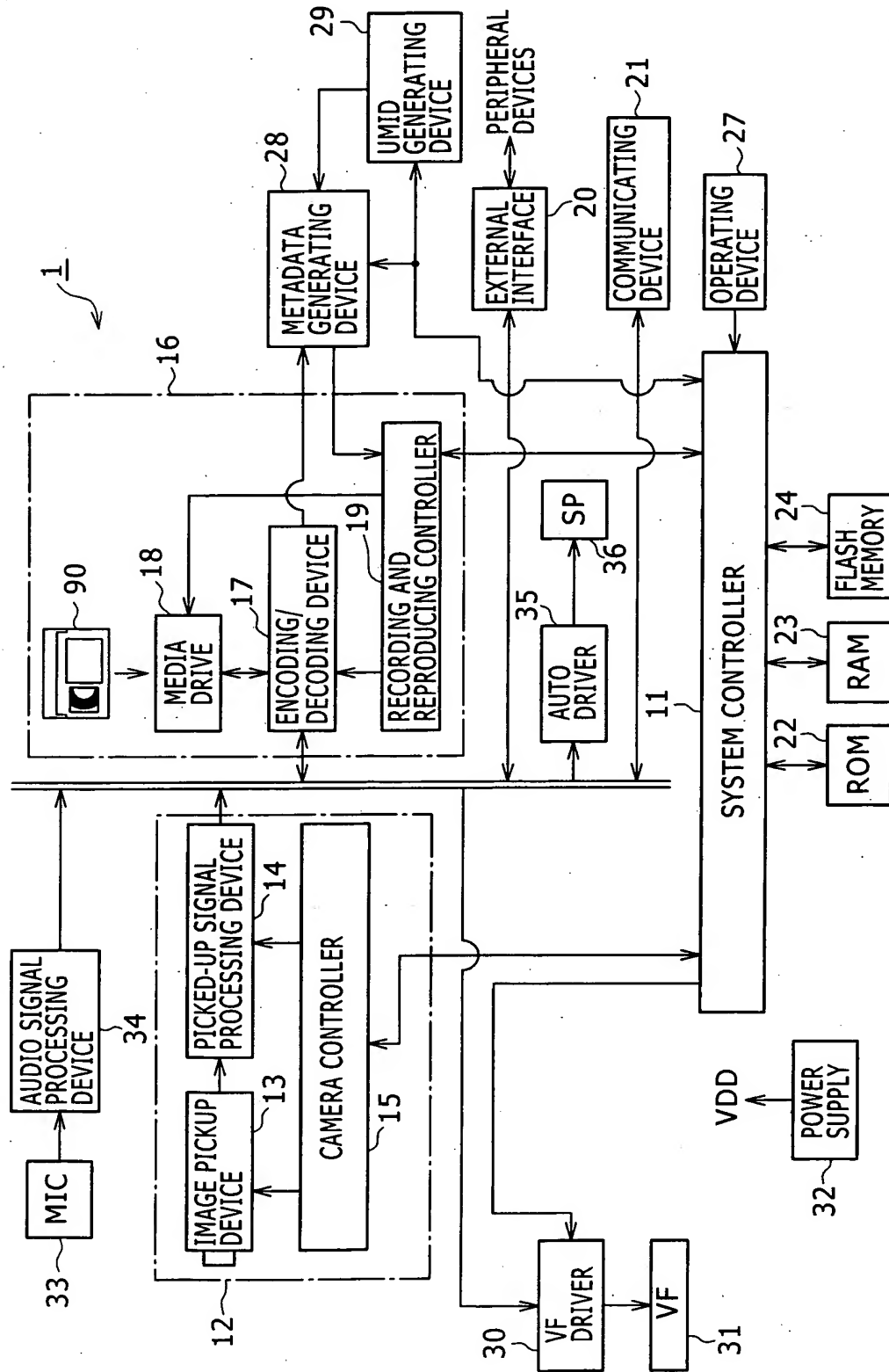
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FIG. 3



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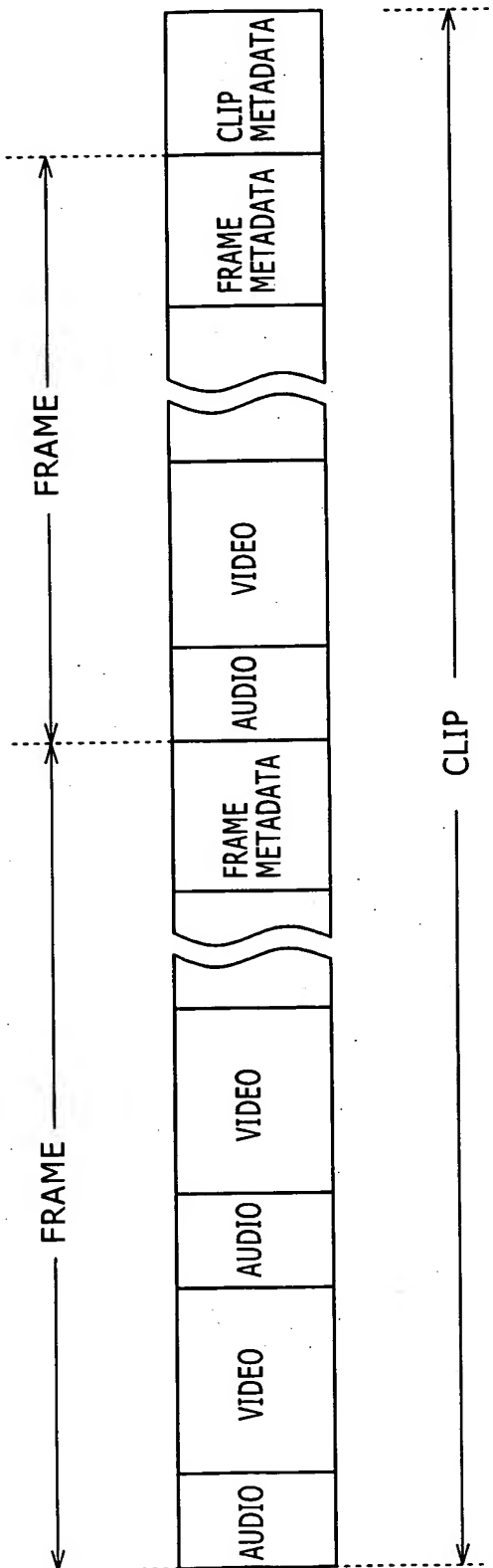
FIG. 4



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FIG. 5



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FIG. 6 A

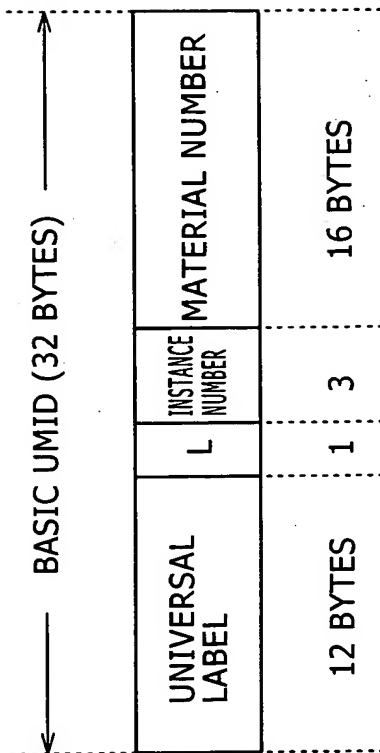


FIG. 6 B

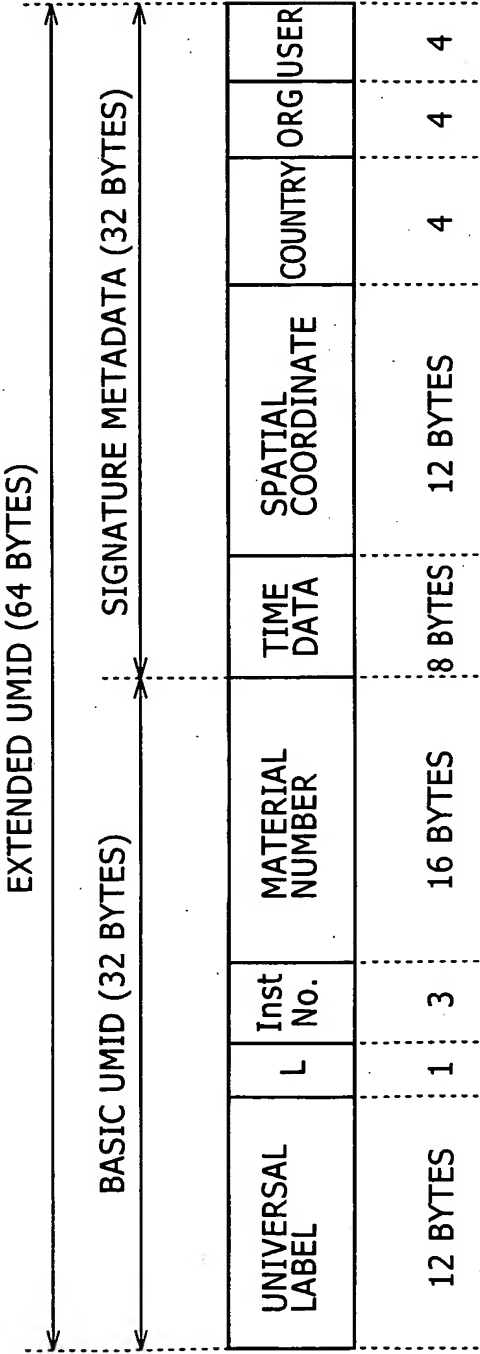
TIME SNAP (DATA OMITTED)				RANDOM NUMBER	
FRAME	SEC.	MIN.	HRS.	LOWER BYTE	UPPER BYTE

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FIG. 6C

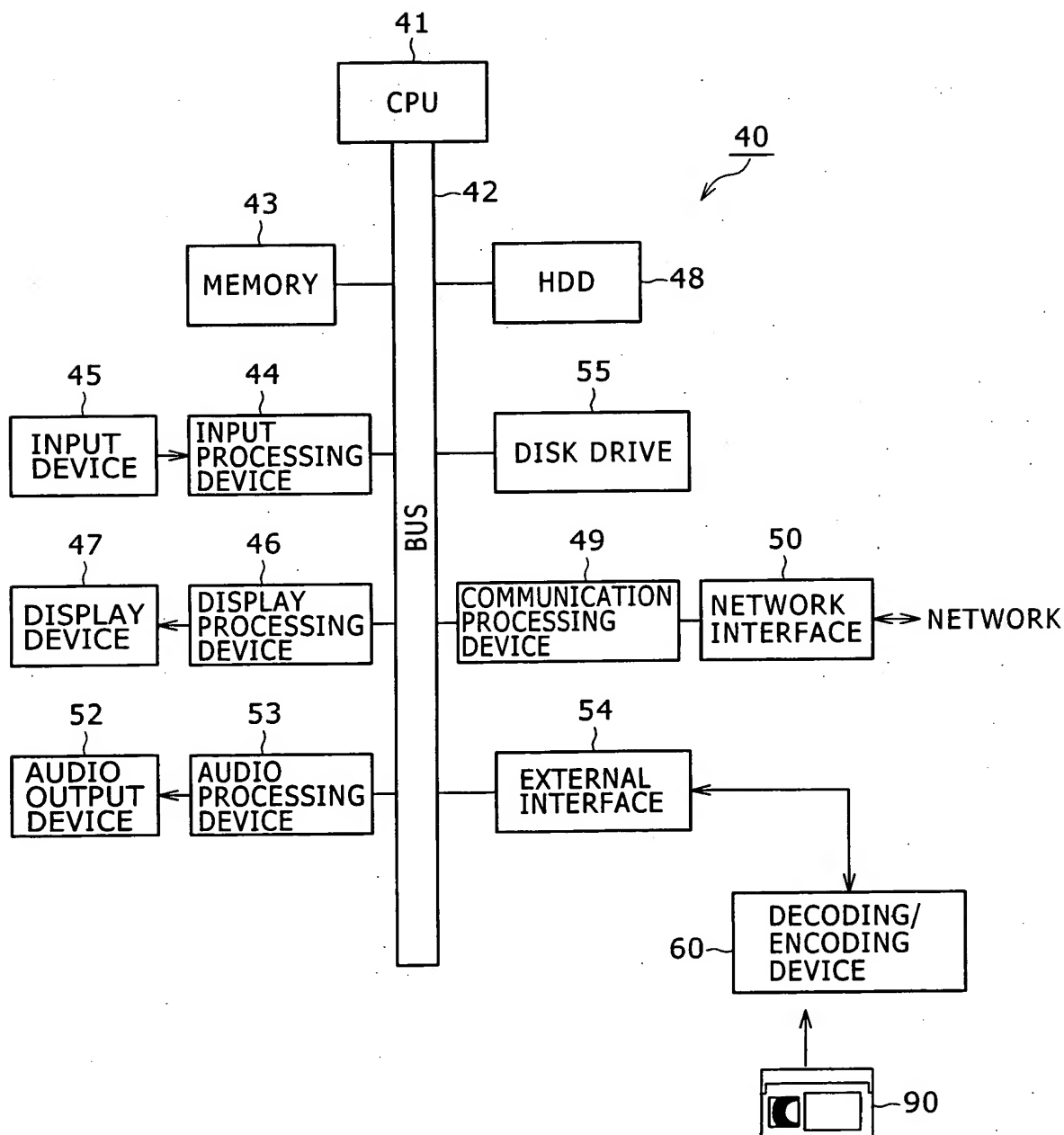
UNIVERSAL LABEL		INSTANCE NUMBER		MATERIAL NO. (16 BYTES)																	
				TIME SNAP (8 BYTES)										RANDOM NUMBER		MACHINE NODE (6 BYTES)					
					FRAME	SEC.	MIN.	HRS.	MJD	MJD	T	ZONE	LOW	UP		1st	2nd	3rd	4th	5th	MSD
11th	12th	LOW	MID	UP																	
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	

FIG. 6D

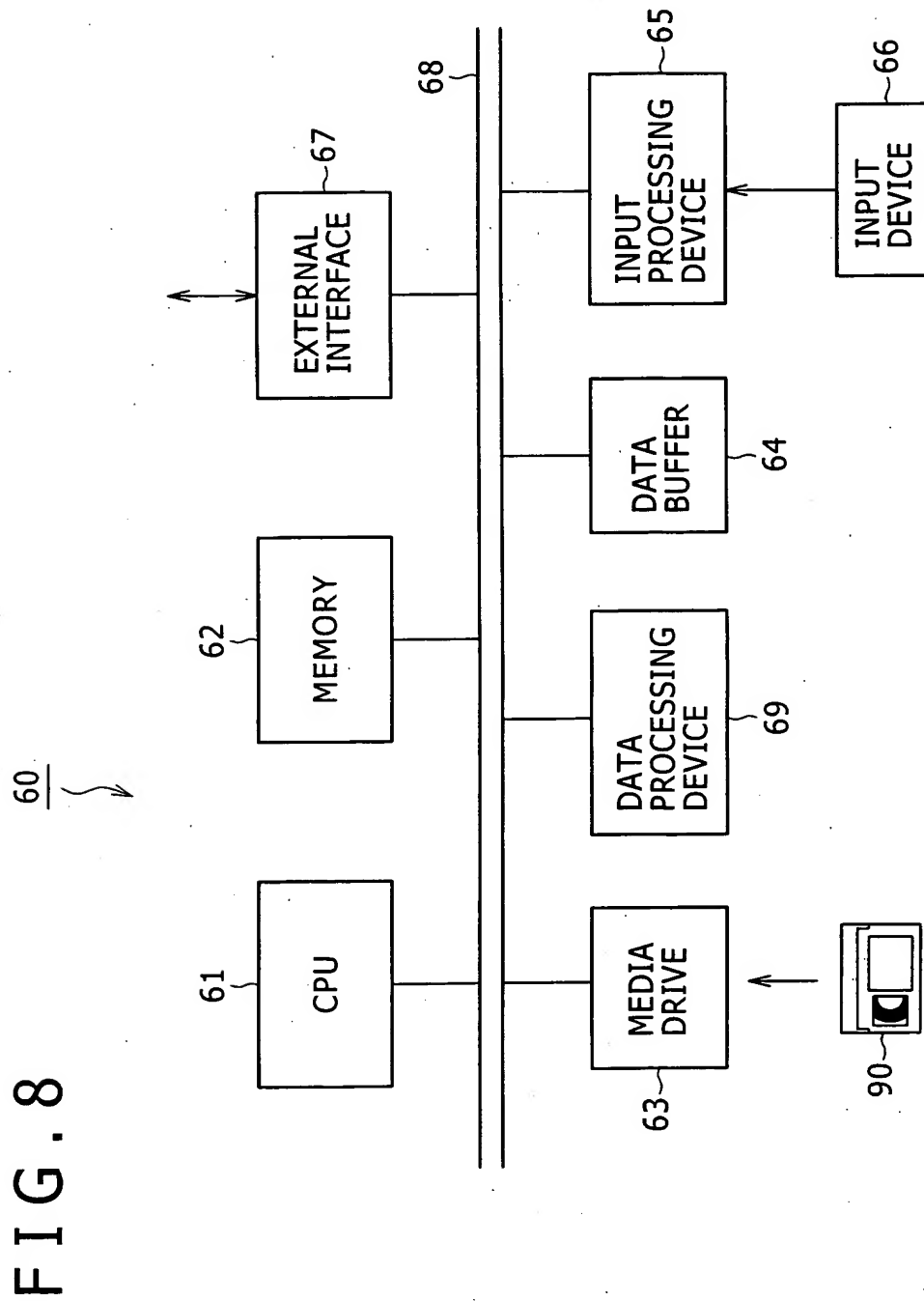


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FIG. 7



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FIG. 9 A

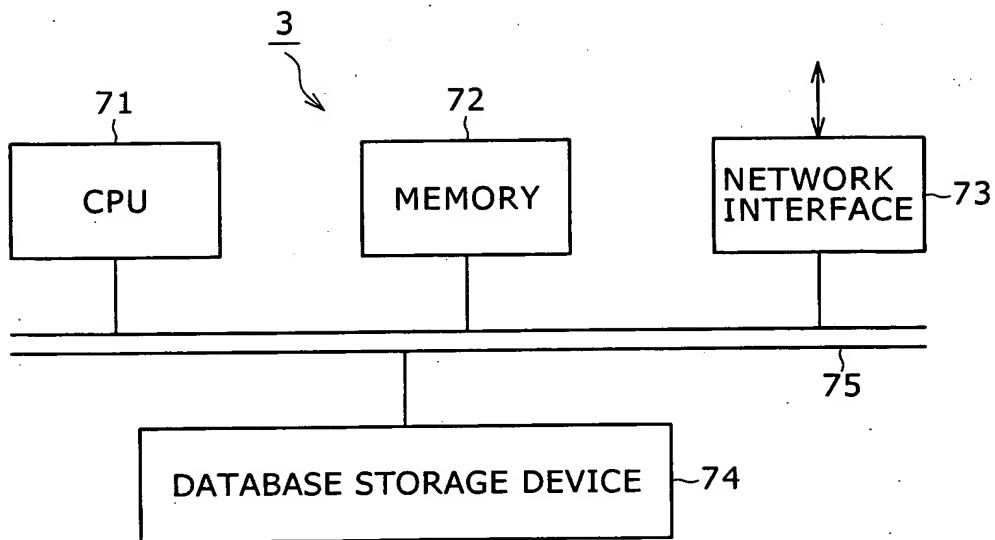


FIG. 9 B

UMID	COMPRESSION PARAMETER	DECODING PARAMETER	EDITING PARAMETER	

ooo				
△△△				
⋮				

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FIG. 10

